

# **SEVEN—CARD STUD POKER GAMES**

## **CONTENTS:**

### **7-CARD STUD HI POKER**

#### **DESCRIPTION & METHOD OF PLAY**

### **7-CARD STUD HI/LOW SPLIT (8 QUALIFIER) POKER**

#### **DESCRIPTION & METHOD OF PLAY**

### **RAZZ (7-CARD STUD LOW POKER)**

#### **DESCRIPTION & METHOD OF PLAY**

### **RULES FOR 7-CARD STUD HI POKER, 7-CARD STUD HI/LOW SPLIT (8 QUALIFIER) POKER, & RAZZ**

## **7-CARD STUD HI POKER**

### **DESCRIPTION**

Seven-Card Stud Poker uses a standard 52-card deck, generally without the Joker. Traditional rankings of hand apply.

### **METHOD OF PLAY**

- Players ante, the size of which is relative to the stake of the game.
- Players are dealt three cards in-turn, in rotation, two face-down, and one face-up.
- Round of betting.
- Active players are dealt one card, face-up (Fourth)
- Round of betting.
- Active players are dealt one card, face-up (Fifth).
- Round of betting. Active players are dealt one card face-up (Sixth).
- Round of betting.
- Active players are dealt one card, face-down (Seventh).
- Final round of betting.
- Showdown. Active players expose all of their cards. Best five carded hand, in traditional order, High Low or Split wins.

## **SEVEN-CARD STUD POKER GAMES**

### **Contents:**

#### **7-Card Stud Hi/Low Split (8 Qualifier) Poker Description & Method of Play**

### **DESCRIPTION**

Seven-Card Stud Hi/Low Split (8 Qualifier) Poker uses a standard 52 card deck, generally without the Joker and the rules and methods of play are identical to 7-Card Stud Hi poker, except at showdown. If there is a “qualifying hand” for Low, that hand will split the pot evenly with the winning High hand. A qualifying hand for low is one that is an “Eight-or-Better”, using traditional LoBall rankings. Players do not “declare”. Should there be no player holding an “Eight-or-Better”, the entire pot is awarded to the highest exposed High hand. Traditional rankings of hand apply.

### **METHOD OF PLAY**

- Players ante, the size of which is relative to the stake of the game.
- Players are dealt three cards in-turn, in rotation, two facedown, and one face-up.
- Round of betting.
- Active players are dealt one card, face-up (Fourth).
- Round of betting.
- Active players are dealt one card, face-up (Fifth).
- Round of betting.
- Active players are dealt one card face-up (Sixth).
- Round of betting.
- Active players are dealt one card, face-down (Seventh).
- Final round of betting.
- Showdown. Active players expose all of their cards. The best High hand and the best Low hand, providing it is an “Eight-or-Better”, split the pot. Otherwise the High hand wins all.

## **SEVEN-CARD STUD POKER GAMES**

### **Contents:**

#### **Razz (Seven-Card Stud Low) Poker Description & Method of Play**

## **RAZZ (7-CARD STUD LOW) POKER**

### **DESCRIPTION**

Razz is simply Seven-Card Stud played for Low, that is, the traditional ranking of Poker hands is reversed. The lowest ranked hand is now the best hand. The difference is similar to Draw Poker played for High, as in Jacks-or-Better vs. Draw Poker played for Low, as in LoBall Poker.

### **METHOD OF PLAY**

- Players ante, the size of which is relative to the stake of the game.
- Players are dealt three cards in-turn, in rotation, two facedown, and one face-up.
- Round of betting.
- Active players are dealt one card, face-up(Fourth).
- Round of betting.
- Active players are dealt one card, face-up (Fifth).
- Round of betting
- Active players are dealt one card face-up (Sixth).
- Round of betting.
- Active players are dealt one card, face-down (Seventh).
- Final round of betting.
- Showdown. Active players expose all of their cards. The best hand, in reverse order wins.

## **RULES FOR 7-CARD STUD HIGH POKER, 7-CARD STUD HI/LOW SPLIT (8 QUALIFIER) POKER, RAZZ (7-CARD STUD LOW) POKER**

### **Contents:**

Initial Three Cards  
Third-Sixth Street Action  
Seventh Street Action  
Showdown Rules

### **INITIAL THREE CARDS**

1. If the Dealer accidentally turns up a player's first or second hole card, the third card is dealt facedown.
2. If both a player's first two hole cards are turned-up accidentally by the Dealer, that will constitute a misdeal and the hand will be redealt. If a player's first and

- third cards are turned up, the bet will be the amount of the force only-no completion or raise-if that seat continues play, otherwise play resumes as normal.
3. Should the player be responsible for one of his first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays, as one of the players' three down cards.
  4. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
  5. If a player is dealt more than two hole cards and it is discovered before he acts on his hand, the extra card will be retrieved and used as a burn card. A player dealt less than two hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that player takes action, he has a fouled hand and any money wagered is forfeited.

### **THIRD -SIXTH STREET ACTION**

1. A card dealt off the table is a dead card and will be replaced after the last player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
2. Check and raise is permitted.
3. If a player folds his hand after making a forced bet, his seat will continue to receive subsequent card(s) until there is a bet.
4. If a player folds his hand on 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup> Street and there has been no bet, the player's (seat) will continue to receive card(s) until there is a bet.
5. The above-mentioned card(s) will be dealt facedown.
6. If a dealer burns and deals a card(s) before around of betting has been completed, that card(s) will be eliminated from play, along with an additional card for each remaining players in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
7. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all players will accept the cards given to them.
8. If there is an open pair on "Fourth Street" in any player's up cards, the player initiating a bet has the option of betting the lower or upper limit. Should he bet the lower limit, any other active player may raise in increments of the lower or higher limit. Once the higher limit has been bet or raised, the higher limit will continue to be the bet (or raise) for that round. This rule applies in High only.

## **SEVENTH STREET ACTION**

1. If the High (Low in Razz) hand on board is "all-in" before the betting starts on any round, the next High hand will initiate the action.
2. If the Dealer turns the last card face-up to any player(s), all remaining players will receive their last card facedown. The player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the player chooses not to be all-in, the betting continues as normal with the player who was high on the sixth card initiating the action.
3. If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, the Dealer shall: a) scramble the stub with the burn card; b) cut the stub; c) burn a card; d) deal the remaining cards using the last card if necessary.
4. If there are not enough remaining cards for the above procedure, the Dealer: a) will not deal any cards to the active players; b) declare that there are not enough cards for all active players; c) burn a card; d) turn a community card up in the center of the table. That card plays in each active player's hand.

## **SHOWDOWN RULES**

1. At showdown, the player initiating action (either by checking or betting) must turn his hand over first.
2. When a player turns any of his up card facedown after a bet has been made, he concedes all rights to the pot.
3. A player who calls a bet and is beaten "onboard" is not entitled to be bet back.
4. A player must have seven cards in order to win at showdown, except as provided in Rule 4 of Seventh Street Action Rules. Any other number of cards constitutes a dead hand.
5. At showdown, using traditional hand rankings, the active player with the best five carded High hand (Low in Razz) out of his seven cards is the winner. In Hi/Low Split, the Low hand must qualify to win half the pot. All seven cards must be exposed at showdown.
6. In the case of a split pot: a) when playing 7-Card Stud, any odd chip goes to the player with the Highest card according to suit (Spades, Hearts, Diamonds, Clubs); b) when playing Razz the Lowest card, suits reversed, gets the odd chip; c) when playing Hi/Low Split, the High hand gets the odd chip.

# **NO BUST 21st CENTURY BLACKJACK**

01/27/2003

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Patent Number 5,275,415, Patent Number 5,735,524, Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.

## OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

## VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

## RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild



## ROUND OF PLAY

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

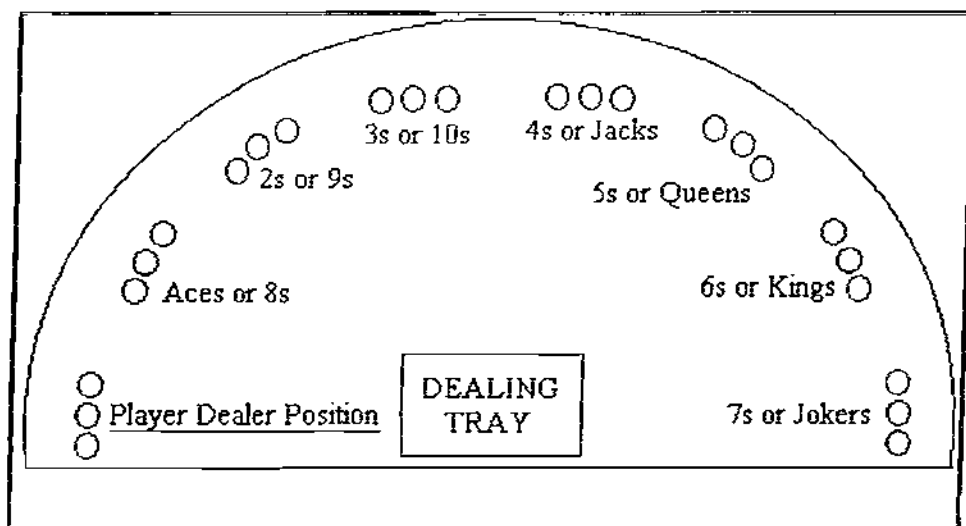
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

<b>Rules for Players</b>		
<b>Must Stand on</b>	<b>Must Hit on</b>	<b>Have Option on</b>
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft &amp; Hard 20</u>		<u>14</u>
<u>Soft &amp; Hard 21</u>		<u>15</u>

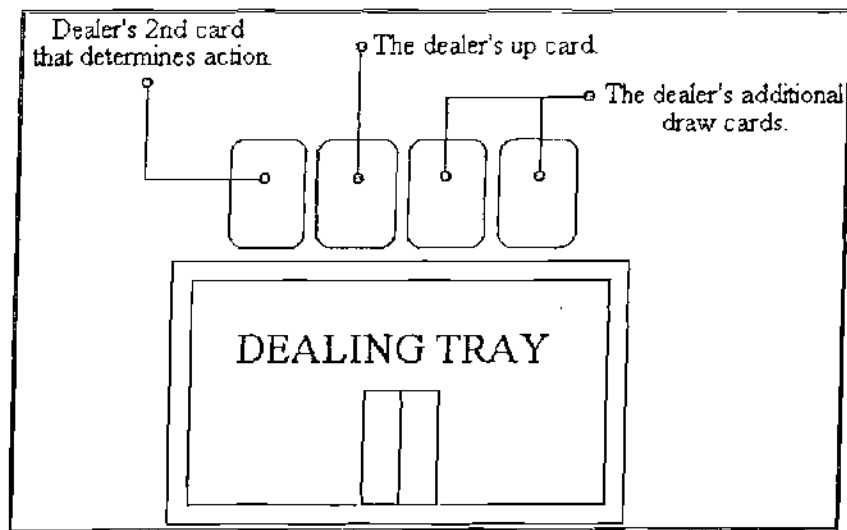
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button).



12. Once the hand is played to the end, the pay-out or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

# Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

## GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.

2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
  - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
  - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.
12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.

15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

## **DOUBLE-DOWN, SPLIT, SURRENDER & ODDS**

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.



## OPTIONS & VARIATIONS

*Please note that the options and variations listed below are for the sole purpose of documentation and protection of variations of the game and are listed due to additional Patents pending application and review with the United States Trademark and Patent Office. These options and variations are not available for play within a licensed gambling establishment in California.*

- Option #1     The Player/Dealer can win all pushes or ties on a Hard 17.
- Option #2     The Joker's value can be 2 or 12.
- Option #3     Multiple Jokers can be placed in each 52 card deck.
- Option #4     Two Aces can be considered a "Natural" and pays 2 to 1.
- Option #5     All pushes or ties over a "Natural 22" are a push or tie.

## LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

**Casino Real weekly schedule for Poker and Pan is as follows:**

1. **Sunday:** \$3 & \$6 Omaha Hi-Low Split with a ½ kill, 3 & 6 Texas Holdem, 9 & 18 Texas Holdem, Century 21 Blackjack.
2. **Monday:** 3 & 6 Omaha Hi-Low Split with a ½ kill, \$3 & \$6 Texas Holdem, \$15 & 30 Texas Holdem, Century 21 Blackjack.
3. **Tuesday:** \$3 Kondition Pan, 3 & 6 Omaha Hi-Low Split with a ½ kill, \$3 & \$6 Texas Holdem, 9 & 18 Texas Holdem, Century 21 Blackjack.
4. **Wednesday:** 3 & 6 Omaha Hi-Low Split with a ½ kill, \$3 & \$6 Texas Holdem, \$9 & \$18 Texas Holdem, Century 21 Blackjack.
5. **Thursday:** \$3 Kondition Pan, \$3 & 6 Omaha Hi-Low Split with a ½ kill, 3 & 6 Texas Holdem, \$9 & \$18 Omaha Hi-Low Split, Century 21 Blackjack.
6. **Friday:** 3 & 6 Omaha Hi-Low Split with a ½ kill, \$3 & \$6 Texas Holdem, \$4 & \$8 Texas Holdem with a full kill, \$4 & \$8 Texas Holdem, 15 & 30 Texas Holdem, Century 21 Blackjack.
7. **Saturday:** 3 & 6 Omaha Hi-Low Split with a ½ kill, \$3 & \$6 Texas Holdem, \$12 & \$24 Texas Holdem, Century 21 Blackjack.

**Following is a chart format for the blind, buyin, and fee collections of each game depending on the limit played.**

Limit Played	Buy-In Amount	Blind Amount	Fee Collection
\$3 & \$6	\$30	Dealer Blind \$1 (Jackpot \$) 1 <sup>st</sup> Blind \$3 2 <sup>nd</sup> Blind \$3	\$3---7 Players or more \$2---6 Players or less Jackpot \$ collected for 5 Playe rs or more
\$4 & \$8	\$40	Dealer Blind \$1 (Jackpot \$) 1 <sup>st</sup> Blind \$2 2 <sup>nd</sup> Blind \$4	\$3---7 Players or more \$2---6 Players or less Jackpot \$ collected for 5 Players or more.

\$4 & \$8 with/kill	\$40	Dealer Blind \$1 (Jackpot \$) 1 <sup>st</sup> Blind \$2 2 <sup>nd</sup> Blind \$4	\$3---7 Players or more \$2---6 Players or less Jackpot \$ collected for 5 Players or more.
\$9 & \$18	\$90	Dealer Blind \$3+\$1 (\$1 Jackpot \$) 1 <sup>st</sup> Blind \$6 2 <sup>nd</sup> Blind \$9	\$3---7 Players or more \$2---6 Players or less Jackpot \$ collected for 5 Players or more.
\$15 & \$30	\$300	Dealer Blind (ante the fee) + (\$1 Jackpot \$) 1 <sup>st</sup> Blind \$10 2 <sup>nd</sup> Blind \$15	\$3---7 Players or more \$2---6 Players or less Jackpot \$ collected for 5 Players or more.

• **Omaha Hi-Low Split (8 Qualifier) Holdem**

Limit Played	Buy-In Amount	Blind Amount	Fee Collection
\$3 & \$6 with a 1/3 kill	\$30	Dealer Blind \$1 (Jackpot \$) 1 <sup>st</sup> Blind \$3 2 <sup>nd</sup> Blind \$3	\$4---7 Players or more \$3---6 Players or less Jackpot \$ collected for 5 players or more.
\$3 & \$6	\$30	Dealer Blind \$1 (Jackpot \$) 1 <sup>st</sup> Blind \$3 2 <sup>nd</sup> Blind \$3	\$4---7 Players or more \$3---6 Players or more Jackpot \$ collected for 5 players or more.
\$9 & \$18	\$90	Dealer Blind \$3 & \$1 (Jackpot \$) 1 <sup>st</sup> Blind \$6 2 <sup>nd</sup> Blind \$9	\$4---7 Players or more \$3---6 Players or less Jackpot \$ collected for 5 players or more

- **Pan**

<b>Kondition Played</b>	<b>Buy-In Amount</b>	<b>Ante per Hand</b>	<b>Fee Collection</b>
\$2 Kondition	\$40	\$2 per player	\$2---5 Players or more \$1---4 Players or less
\$3 Kondition	\$60	\$3 per player	\$2---5 Players or more \$1---4 Players or less
\$5 Kondition	\$100	\$2 per player	\$3---5 Players or more \$1--- 4 Players or less

- **Century 21 Blackjack**

<b>Limit played</b>	<b>Buy-in Amount</b>	<b>Ante or Commission</b>	<b>Table Seating and betting</b>
\$5--\$50	\$5	50 cents for each \$5--\$50 bet  \$2.00 per hand for the banker	7 seats with 6 betting circles at each seat. One seat occupied by the player/banker.

# **SUPER PAN 9**

## **OBJECT OF THE GAME:**

To obtain a higher-ranking hand than the player/bankers. The highest-ranking hand is 9, while the lowest-ranking hand is 0.

## **RANK OF HANDS:**

9-8-7-6-5-4-3-2-1-0

The player/banker must stand on 7 or better and hit 3 or less with 4,5, or 6 being optional hands.

House way Players must stand on 6 or better and hit on 5 or less.

## **THE PLAY:**

Super Pan is played with eight decks of cards minus the 7's, 8's, 9's and 10's for a total of 288 cards.

The game is dealt to 7 or 8 players (positions) on a poker-style table. Back line wagering (players standing behind) is allowed.

The house dealer controls the shuffling and dealing of cards, the orderliness of the game and the house collections for each hand.

The dealer button denotes which one of the 7 of 8 players is the player/banker for that hand. Each player may bank twice, and the button rotates clockwise. A player may decline or accept the player banker/button. All players play their hand against the player/banker's hand only.

The dice cup (containing 3 dice) is shaken by the player/banker to determine which seated player (position) receives the action button. The action button denotes which hand

is to be the first when the play begins. The player/banker is always connected as numbers 1,8,or 15 for 7 handed or 1, 9 or 17 for 8-handed games.

The house dealer will deal each player three cards, one at a time starting at the action button. The player/banker's cards are placed in front of the house dealer and kept face down.

The players may stand on their hands or draw one additional card.

### **CARD VALUES:**

Face cards = 0

Aces = 1

All other cards = Face Value

# **Rules for Pai Gow Double Hand Poker**

## **Contents:**

**Game Description**

**Method of Play**

**Rules**

## **GAME DESCRIPTION**

Pai Gow Double Hand Poker is played with a standard 52 card deck with one Joker added, making 53. Each player is dealt seven cards from which they form two hands, a two-carded and a five-carded hand. Traditional Poker rankings are used to determine winners.

When players' hands are compared to the Designated Player's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player wins. If one hand is lower and one higher, it is a "push" and neither win.

Play rotates clockwise. Each player has the option:

1. To be the Designated Player for two consecutive hands;
2. For only one hand then pass that privilege, or
3. Refuse the option entirely, in which case it is offered to the next player.

As in many other games, several players may wager on the same hand, frequently called "back betting".

## **METHOD OF PLAY**

- Player makes a bet.
- The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table.
- The Designated Player selects which pile will be distributed to the first player) who is randomly selected in the next step). The Dealer identifies the hand by placing a button marked "ACTION" on the hand selected.
- The Designated Player shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.
- Each pile of seven cards is distributed to each seat at the table. The Dealer collects cards distributed to seats without a wager.
- Players form two hands, a two-carded and a five-carded hand.

- When all players' hands have been "set", the Dealer exposes the Designated Player's hand, and sets it according to the criteria in the above paragraphs.
- Bets are collected and paid only to the extent the Designated Player's money is in action.

## **RULES**

1. The Casino Real does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against the Casino Real.
2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that maybe wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5. Any amounts over the maximum table limit will receive no action.
6. The Designated Player is allowed to cover all individual bets.
7. "Kum-Kum" bets will be paid-off and/or collected as one bet.
8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action to be responsible for settling disputes that arise from "Kum-Kum" bets.
10. All action goes clockwise, starting with the action button.
11. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
12. The player who controls the seat is the active player for that position and the only one allowed to handle the cards. The Active player also has final say on how the hand is set.
13. No player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the player and then to replace the hand in its proper position.



14. Back line players may participate in the play of the hand. If the active player and back line player(s) disagree over the play of the hand, the seated player makes the final decision.
15. Anyone making a back line wager must notify the seated player that he has done so. In the absence of a notification, the seated player could have claim to all the money wagered
16. In the Designated Player position, the largest wager in action makes the final decision of any disagreement on the play of the hand.
17. The Designated Player may allow any person to shake the dice, except a Casino Real employee on duty.
18. Once the Dealer has announced, "No more bets" and opened the dice cup, no one may change his wager, PENALTY. Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution. The Dealer is not allowed to have any influence on the outcome of the Designated Player's hand (cutting cards, selection of action pile, shaking of dice and giving an opinion of the setting of the Designated Player's hand are all examples of influence).
19. The Dealer is not allowed to pay collection for any player.
20. The Designated Player's hand will not be opened until all hands have been set. "House Way" hands will be set before the Designated Player's hand is opened.
21. All players must put the entire wager in the spot before the Dealer exposes the dice. Only money in the squares plays. Stating "money cover" or other call bet is not acceptable.
22. If the Designated Player's hand is accidentally exposed before all hands are seated, the unset hands will be set "House Way".
23. Any active player is entitled to ask the Dealer the amount of the Designated Player's wager, to the extent that it affects the play of his hand.
24. No side bets or proposition bets are allowed.
25. Any player wagering on a spot the previous hand has the option of being the Designated Player there on the next hand (in-turn). If there was no wager on the previous hand, not one may be the Designated Player on that spot.
26. A player may not surrender his hand.

27. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player involved in such actions will be excluded from the premises and may be subject to prosecution.
28. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
29. A player who removes a winning wager from the betting spot may be paid the minimum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
30. All players are forbidden to show or discuss their hands with any player involved in another active hand.
31. A player may see one hand only, regardless of the number of the hands on which he has wagered.
32. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.
33. A misdeal will be declared if: a) a Joker or Ace is boxed or exposed, or b) if two or more cards are boxed or exposed.
34. All foul hands are considered losing hands.
35. A player has a foul hand if: a) The two-card front hand is stronger than the five-card back hand; or b) The player does not have exactly two cards in the front hand; or c) The player does not protect his hand and it comes in contact with other cards; e) The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.
36. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
37. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the house dealer, the hand will be set "House Way".
38. Any "House Way" hand improperly set by the Dealer will be reset by Management, if it can be retrieved intact.

39. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards, there will be no action and all hands will be redealt.
40. The Dealer must get the Designated Player's instruction, with obvious gesture, before opening the first player's hand.
41. The Casino Real will not be responsible for any hand that is "OK'ed" for action by the Designated Player.
42. Once the first player's hand is exposed, the Designated Player may not reset this hand.
43. Only the Designated Player may request a change of deck between the first and second deal. Any active player may request a deck change during the change of Designated Players.
44. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
45. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
46. "COPY": if a player's front hand has the same value as the Designated Player's front hand, it is called a "copy". The Designated Player's front hand is then considered a winner. The same "copy" rule is applied to the back hand.
47. A player is allowed to "hold" a seat for up to one hour. When time is up, chips will be removed and the seat forfeited.

# ASIAN STUD POKER

## Contents:

- Description
- Method of Play
- Ranking of Hands
- Rules

## DESCRIPTION

Asian Stud Poker is played with a 32-card deck, that is, a standard 52-card deck with the Twos, Threes, Fours, Fives, and Sixes removed, and without Jacks. It is played similar to Five-Card Stud Poker, one of the oldest forms of Poker; however because of the missing cards two significant variations apply, at the discretion of the Casino's House Rules.

These differences are:

1. An Ace can be used as a Six or after a King when forming a Straight, and
2. A Flush is of higher ranking than a Full House.

Other than these variations, traditional Poker hand rankings apply. Asian Stud is played as a High only game.

## METHOD OF PLAY

- Players ante or post blinds according to House policy, the size of which is determined by the limit of the game being played
- Players are each dealt two cards, in-turn, one at a time. One up and one down. (Second Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- Active players receive a third card, face-up. (Third Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- Active players receive a fourth card, face-up (Fourth Street)
- A round of betting ensues for players who wish to continue and contend for the pot
- Active players receive a fifth card, face-up (Fifth Street).
- A final round of betting ensues for players who wish to continue and contend for the pot.
- Active players now expose their cards (Showdown) The best hand is declared the winner.

## **RANKING OF HANDS**

- Royal Flush
- Straight Flush
- 4 of a Kind
- Flush
- Full House
- Straight
- 3 of a Kind
- Two Pair
- One Pair
- High Card

## **RULES FOR ASIAN STUD POKER**

1. All Twos, Threes, Fours, Fives and Sixes are removed from a standard 52-card deck, now making a 32-card deck. No Joker is used.
2. An Ace may be used to complete a high Straight as in Ace, King, Queen, Jack, and Ten. An Ace can also be used as a Six to complete a lower Straight as in Ace, Seven, Eight, Nine, Ten.
3. Traditional high ranking of hands apply with the one exception specified above, that is a Flushes of high value than a Full House.
4. After the first two cards have been dealt (Second Street), the player with the first "highest" exposed card is forced to make an opening bet, the size of which is determined by the limits being played. This is a live bet, with the option to raise. High hand initiates action on subsequent rounds.
5. An exposed card is one, which is dealt face-up. If a player exposes a card, it is not considered an "exposed" card and will play as is.
6. Check and raise is permitted.
7. Starting with Third Street, the Dealer will "burn" a card before dealing the Third, Fourth, and Fifth card to the active players.
8. English only will be spoken while a hand is in play.
9. CARDS SPEAK. Regardless what a player says his hand contains, the cards he exposes play. All players must protect their hands at all times. If a player's cards come in contact with the discards, or muck, it may be fouled. At the discretion of Management, if a hand is considered retrievable, it may play.

**RULES FOR HOLD'EM, FAST ACTION HOLD'EM,  
HOL'EM HI/LOW SPLIT (8 QUALIFIER), OMAHA,  
OMAHA HI/LOW SPIT (8 QUALIFIER) POKER,  
PINEAPPLE-HI POKER, TAHOE PINEAPPLE HI/LOW  
SPLIT (8 QUALIFIER) POKER, CRAZY PINEAPPLE.**

**Contents:**

General  
Dealing Rules  
Rules of Play  
Rules of Play-Blinds  
Betting Rules  
Showdown Rules

**GENERAL**

1. It is the player's responsibility to protect his hand at all times. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable of the player's failure to protect his hand. At Management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of the lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer button will have the button positioned for the initial deal based on a random draw, High card receiving the button among the players in the new game, after the deck has been shuffled and spread face down on the table by the Dealer. If to or more player draw the same High card, the deal will be determined by suit rank, Spades, Hearts, Diamonds and Clubs

**DEALING RULES**

1. A card placed face-up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a player does not

- call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all moneys involved.
2. If a player's hole card is exposed due to a Dealer error, he may not keep the exposed card. After completing the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face-up on top of the deck. The exposed card will be used as the burn card after all action before the flop is completed.
  3. If a player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as a burn card. A player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the player has acted on his hand, all monies, antes and blinds are forfeited by that player.
  4. If the flop has too many cards, it will be taken back and reshuffled, except the burn card, which will remain burned. The Dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the players based action of will stand and the Dealer on subsequent rounds shall treat the two stuck together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.
  5. If cards are flopped by the Dealer before all the betting is completed, the entire flop is taken back and reshuffled.
  6. If the Dealer turns-up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will then deal the fifth card.
  7. If the fifth card is turned-up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

## RULES OF PLAY

1. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.
2. A player who posts a regular size blind may only put up the amount required by a structure of the particular game.
3. Initial round betting action begins with the player who is to the immediate left of the "big blind". Thereafter, action begins with the player to the immediate left of the dealer button.
4. Players entering anew game are entitled to a free hand(s), if the blind has not passed that position the initial round.

## **RULES OF PLAY-BLINDS**

1. A player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in-turn, save a player at the table a blind position on any given round. Players in games where the seat rental fee is collected on half hour are responsible for putting in the total amount of the blinds each round even though the dealer button may skip ahead.
2. When a new player enters a game he does not wait for the big blind or post the amount of the big blind. If he chooses to post the big blind or post the amount of the big blind, the blind acts as his opening bet and he may either call by rapping the table or raise.
3. An established player who misses all or part of his blinds on a round can make them up posting an additional blind-in amount equal to the sum of the blinds. The excess amount over the bring-in or big blind becomes dead money and is placed in the center pot, as it is not part of the bet. The additional blind plays in-turn and is a live blind.
4. An established player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a player with a missed blind button must do one of the following: a) wait and come in on his big blind; b) place an additional blind in the pot (see #4); c) place a straddle blind in the pot, if position is to immediate left of the big blind (see#5). A player who makes up his blind is still required to take the blind in normal rotation.
5. An established player who misses any part of the blind or the Dealer position (button) in any game with a per hand time charge will have to wait for the big blind or post the amount of the blinds and the per hand time charge in order to get dealt in when he returns to the game. For example, in a \$3-\$6 Hold'em game, a player who chooses not to wait for the big blind will post \$6 to receive a hand-\$3 of that sum (the middle blind and the \$3 time charge will be treated as "dead money").
6. An established player waiting for the big blind must still post an amount equivalent to the big blind even though a player being eliminated on the previous hand places the player in the middle blind position. If this should occur, there would be two big blinds in play for that hand. On the next hand the new player will be on the button, as the button will move forward one position.
7. Established players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The Dealer button will skip over the player who receives a hand in this manner on the next deal.
8. An established player who misses all or part of his blinds in a round can make them up by posting a "straddle blind". The person on the immediate left of the big blind can only post a straddle blind. The rules governing straddle blinds are as follows: a) only one straddle blind is permitted on a deal. (However, if the Dealer breaks the house rule and allows an additional player to post a straddle blind and substantial action takes place, the bet must stand and is live); b) a



- specific size straddle is set for each game, A straddle of larger size than regulation is not permitted; c) the action before the flop is initiated by the person on the immediate left of the straddle; d) the straddle is a live blind, that player may raise the pot; e) the button never has the option of posting a straddle blind; f) if a player posts an additional blind in the straddle position, but does not post the amount of a straddle blind, he will be the first player to act; g) no sleeper bets are allowed.
9. Any player who chooses to forego the Dealer position "button" in any game with a "drop" will be issued a missed blind button.
  10. A player, who moves to a new seat and in the process moves away from the big blind, must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a player from continually changing seats to unfairly get several extra hands before taking the player from continually changing seats to unfairly get several extra hands before taking the blind. A player is allowed one "free" move per playing session without having to post the blinds.
  11. A player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.
  12. A player who needs to make-up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on the subsequent deal.
  13. If the big blind is less than the required amount because that player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the player who was short wins the pot or buys chips the next hand, he is not required to make up the short.

## **BETTING RULES**

1. Any bet that is equal to or greater than half of the required bet is considered a full bet. The next player may now complete the bet or call, but he cannot raise. For example: In a \$3-\$6 game, on the last card the first player bets \$6. The next player goes all-in for \$10. The next player to act may call the initial bet and all-in wager by placing \$10 in the pot or he may complete the all-in bet by placing \$12 in the pot.
2. String bets or raises are not allowed. A player must be in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e. I bet, I raise, before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.

5. A bet and three raises are allowed. When only two players remain in the pot then is no limit to the number of raises.
6. A player who puts a single chip into the pot that is larger than the bet to him is assured to have called the bet, unless he announces, "raise".
7. All blinds are "live", meaning the layer with the blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

### **SHOWDOWN RULES**

1. CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.
2. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of Management, risk forfeiting the pot and further disciplinary action.
3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face-up until the pot is awarded.
4. The winning hand must show all cards face-up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
5. A player who wishes to play the board must be in possession of his hand.

# HOLD'EM POKER

## DESCRIPTION

Hold'em Poker is played using a standard 52-card deck. The object is to make the best High hand among competing players using the traditional ranking of Poker hands.

## METHOD OF PLAY

- Blinds are posted as in many other Poker games.
- Each player is dealt two cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "**flop**".
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("**The River Card**" / "**At the River**"). These five cards are common to all active players.
- Final betting round.
- All active players expose their hands. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

# **FAST ACTION HOLD'EM POKER**

## **DESCRIPTION**

Fast Action Hold'em Poker is played using a standard 52-card deck. The object is to make the best High hand among competing players using the traditional ranking of Poker hands.

## **METHOD OF PLAY**

- Blinds are posted as in many Poker games.
- Each player is dealt two cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Five cards are turned face-up in the middle of the table.
- A round of betting ensues for players who wish to continue and contend for the pot.
- A final betting round.
- All active players expose their hands. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

# **HOLD'EM HI/LOW SPLIT (8 QUALIFIER) POKER**

## **DESCRIPTION**

Hold'em Hi/Low Split (8 Qualifier) Poker uses a standard 52-card deck, generally without the Joker. The method of play outlined below is identical to Texas (Two Card) Hold'em, except at showdown time, the best Low hand, providing it is an "Eight-or-Better", will split the pot with the best High hand. Should there be no player holding an "Eight-or-Better" to qualify, the entire pot is awarded to the best-exposed High hand.

## **METHOD OF PLAY**

- Blinds are posted as in many Poker games.
- Each player is dealt two cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "flop".
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("The River Card"/"At the River"). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. The best High hand and the best Low hand, providing it is an "Eight-Or-Better", split the pot. Otherwise, the High hand wins all. Should there be an "odd" chip, the High hand receives it.

# OMAHA POKER

## DESCRIPTION

Omaha Poker is frequently called “**Four Card Hold'em**”; except for a couple of variations both games are the same. The differences are:

1. Players are each dealt four cards in Omaha vs. two in Hold'em.
2. Players **MUST** use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five-carded Poker hand. The traditional rankings of hands apply.

## METHOD OF PLAY

- Blinds are posted as in many Poker games.
- Each player is dealt four cards, facedown, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the “**flop**”.
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four (“**The River Card**”/“**At the River**”). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. Using exactly two of their personal cards and three of the five communal cards, the active player with the best High hand is awarded the pot.

# OMAHA HI/LO SPLIT (8 QUALIFIER) POKER

## DESCRIPTION

Omaha Hi/Lo Split (8 Qualifier) Poker uses a standard 52-card deck, generally without the Joker. At showdown time, the Low hand, the best Low hand, providing it is an "Eight-Or-Better", will split the pot with the best High hand. Should there be no player holding an "Eight-Or-Better to qualify", the entire pot is awarded to the best-exposed High hand. As in Omaha Poker, players must use two of their four personal cards along with three of the common five to form traditional Poker hand, High and/or Low. They may use a different set of two cards to form each hand.

## METHOD OF PLAY

- Blinds are posted as in many Poker games.
- Each player is dealt four cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "**flop**".
- A round of betting ensues for players who wish to continue to contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("**The River Card**"/"**At the River**"). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. The best High hand and the best Low hand, providing it is an "Eight-Or-Better", split the hand. Otherwise, the High hand wins all. Players must use the combination of cards as explained above.

# **PINEAPPLE-HI POKER**

## **DESCRIPTION**

Pineapple-Hi Poker (Three Card Hold'em Poker) is played like Hold'em except:

1. Players receive three cards each in Pineapple vs. two cards in Hold'em.
2. Players must discard one of the three cards if they decide to continue the game and contend for the pot.

## **METHOD OF PLAY**

- Blinds are posted as in many Poker games.
- Each player is dealt three cards, one at a time, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot. Players who choose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "flop".
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("The River Card"/"At the River"). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot.



# **CRAZY PINEAPPLE POKER**

## **DESCRIPTION**

Crazy Pineapple Poker is played exactly like Pineapple Poker with one exception. That is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Poker.

## **METHOD OF PLAY**

- Blinds are posted as in many Poker games.
- Each player is dealt three cards, one at a time, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the “flop”.
- A round of betting ensues for players who wish to continue and contend for the pot. Players who choose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four (“The River Card”/“At the River”). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot.

# **LOBALL POKER**

## **Contents:**

**Description**

**Method of Play**

**Rules**

## **DESCRIPTION**

LoBall poker is a Draw Poker game played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best hand among completing players. The main difference in LoBall Poker is that the traditional ranking of Poker hands is reversed, that is the lowest combination of cards exposed at the showdown between active players is the winner.

## **METHOD OF PLAY**

- Typically, the first two or three players post “blinds”, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.
- Players are each dealt five cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Active players may elect to discard any numbers of their original cards if they choose and have a like number replaced in an effort to improve their final hand.
- At the option of the active player, there may be another round of betting. Players posting any additional bets, if made remain active for the final showdown.
- Active players now expose their cards. The best hand (in reverse standard order) is declared the winner.

## **LOBALL GENERAL RULES**

1. It is the player's responsibility to protect his hand at all times. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all time. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable of the player's failure to protect his hand. At Management's discretion, a hand may be considered retrievable.
2. Before the draw, the first player to act is the player to the left of the big blind. After the draw, it is the player to left of the Dealer button.
3. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet, however after the initial buy-in, subsequent buy-ins will be five times the minimum bet. Thereafter, only one bet of the lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short-buy.
4. The "limit" of the game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.
5. Any new game employing a Dealer-button will have the button positioned for the initial deal based on a random draw-low card receiving the button among the players in the new game, after the deck has been shuffled and spread face-down on the table by the Dealer. If two or more players draw the same Low card, the deal will be determined by suit rank: Clubs, Diamonds, Hearts, and Spades.

## **DEALING RULES**

1. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a player is dealt more cards than is called for and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any player whose hand is fouled will forfeit all moneys, antes, and blinds for that hand.
2. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards.
3. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the players
4. A card placed face-up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck.
5. Before the draw, an exposed card of five and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in-turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face-up on top of the deck to act as the burn card. To replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck

## **RULES OF PLAY**

1. A knock in turn usually constitutes a “pass”, but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised may still play his hand, despite action taking place behind him.
2. A player who posts a regular sized blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. When a new player enters a game he must wait for the big blind or “kill” the pot.
4. A player transferred by the House from a broken game, or game where the limit was changed, is dealt in immediately and does not have to post any money in order to receive a hand. If the player allows the blinds to pass, he will be considered a new player and will not be entitled to any fee hands.
5. Players entering a new game are entitled to a free hand(s), if the blind has not passed that position on the initial round.
6. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.

## **RULES OF PLAY-BLINDS**

1. All blinds will be arranged in clockwise order from the button. A player should pass through all the blind positions each round. Players departing the game and creating open seats may force the Dealer button to skip ahead and in-turn, save a player at the table a blind position on any given round. Players in games where the seat rental fee is collected on the half hour are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead.
2. An established player who misses all or part of the blind(s) will be given a “missed blind” button. To receive a hand when he returns, a player with a missed blind button must do the following: a) wait and come in on his big blind; b) “kill” the pot. A player who makes up his blind is still required to take the blind in normal rotation.
3. An established player who misses all or part of his blinds on a round can make them up by “killing” the pot. A “kill” is always twice the size of the big blind. The rules governing “kills” are as follows a) only one “kill” is permitted on a deal. (However, if the Dealer breaks the House rule and allows an additional player to “kill” and substantial action takes place, the “kill” bet must stand). b) A specific “kill” is set for each game. A “kill” of larger size than regulation is not permitted.
4. An established player who misses any part of the blind or the Dealer position (button) in any game with a per hand time charge can receive a hand by waiting for the big blind or posting a “kill” in addition to the per and collection free. For

example: In a 4 limit game a player will be required to post \$6, the total of the blinds in addition to the per hand collection fee. The amount over and above the total for the blinds will be treated as "dead money".

5. Any player "taking it in the middle" in LoBall will post a "kill" blind. The Dealer button will skip over him on the next hand without any further obligation. In a game with a per hand time collection, an established player will be required to post the amount of the "kill" in addition to the per hand collection fee.
6. Any player who chooses to forego the Dealer position "button" in any game with a "drop" will be issued a missed blind button.
7. A player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or "kill" the pot. This rule prevents a player from continually changing seats to unfairly get several extra hands before taking a blind.
8. A player who has fulfilled all his blind obligations by taking all required blinds, then immediately moves to a new seat, has the option of letting the blinds pas by one time without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.
9. A player, who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on a subsequent deal.
10. If a big blind is less than a required amount because that player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the player who was short wins the pot or buys chips the next hand, he is not required to make up the short.

## **BETTING RULES**

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened and the player has gone all in for an amount less than a full bet or raise, the next player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: in a \$20 limit game, the first player bets \$20. The next player calls the \$20 bet and goes all-in for an additional \$5. The next player may call the initial bet and all-in wager by placing \$25 in the pot or he may raise the initial bet by placing \$40 in the pot.
2. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e. I bet, I raise, before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A player who puts a single chip into the pot that is larger than the bet to him is assured to have called the bet, unless he announces, "raise".

## **SHOWDOWN RULES**

1. **CARDS SPEAK.** Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.
2. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of Management, risk forfeiting the pot and further disciplinary action.
3. If a bet has been made and called or Check-and-Check after the draw, any player may see any of the hands in play at the showdown.
4. If a "seven" or better is passed and is the best hand, all bets after the draw are returned.
5. The winning hand must show all cards face-up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face-up until the pot is awarded.

# **DRAW POKER**

## **DESCRIPTION**

Draw Poker is played using the same rules as LoBall with the traditional ranking of Poker hands.

## **METHOD OF PLAY**

These are the general categories of hands in descending order of values:

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair

- Joker is only used for Aces, Straights, and Flushes.
- No double Ace Flush.
- Check and raise is permitted.
- Before the draw, players must take up to two exposed cards. On the draw, exposed cards are not taken (except Dealer's cards). The player must accept a replacement card after the deal is completed.

# **DRAW POKER JACKS OR BETTER**

## **METHOD OF PLAY**

All rules for Draw Poker Jacks or Better are the same as above with the exception of the opening player in each hand must have a Pair of Jacks or Better to open the pot. At the conclusion of the hand the opener must show his Pair of Jacks or Better face up to the table or the pot is forfeit and remains in the center.

# **DRAW HI/LOW SPLIT POKER**

## **METHOD OF PLAY**

All rules same as for Draw Poker, except  $\frac{1}{2}$  of the pot is awarded to the best Lo-Ball Hand with a (or better as the minimum qualifier for low and a pair as minimum qualifier for high. If no one has a qualifier high hand, the whole pot goes to low. If no one qualifies for high or low, the best high hand wins the entire pot.



# **General Pan Rules**

- 1. Any hand with more or less than 10 cards is fouled.**
- 2. A player dealt 11 cards shall lay hand face down. Dealer shall remove one card. If payer has action on his hand, it is fouled.**
- 3. A player dealt 12 or more cards, if discovered before declaration will receive his anti back, otherwise the hand is fouled.**
- 4. An invalid second meld can be picked up before additional action on hand. After that – can be fouled.**
- 5. If a player fouls his hand in heads up play the other player must play his hand face up, using all possible cards.**
- 6. If a player declares out in error, causing another player to discard his hand, the declarer's hand is fouled.**
- 7. A dead hand makes no pays.**
- 8. A player who draws a forcible card may not call attention to it.**
- 9. A drawn card must be shown.**
- 10. A player must ask for pays before discarding.**
- 11. No splashing of chips.**
- 12. Players should wait for discards.**
- 13. Any 2 cards spread constitutes a meld.**
- 14. Floor person's decision is final.**

# PANGUINGUE

1. PANGUINGUE (pan-ginn'-gay), popularly known as "PAN" has been played in California since the early 1900s. The following are simple-to-understand rules.
2. The Object of the Game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win chips from the other players in different ways that will be described below
3. Number of Players: At Casino Real two to seven players may play.
4. The Deck: Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted leaving a total 320 cards. (Sometimes a set of spades is deleted from the deck.)
5. Cards in each suit rank as follows: King being the highest. Queen, Jack, 7, 6, 5, 4, 3, 2, Ace. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.
6. The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five at a time in a counter-clockwise direction. The dealer will start with: (a) the player who is dealt the lowest card face up at the beginning of a new game. (b) The winner of the last hand. (c) The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
7. The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.
8. The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
9. Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
10. A drawn card is discarded when it is released toward the dealer.

11. Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless another player forces it on him.
12. A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.
13. If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines: (a) Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there; (b) Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid; (c) When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.
14. The Play: Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.
15. After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
16. Set: Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.
17. Forcing Cards: if the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
18. A player may not give the out card to another player with ten (1-) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.
19. A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.

20. Any player in action may choose to end the hand for lower pay by forcing the out card.
21. Foul Hands: A foul is a hand successfully called foul by a player in action as a result of one or more violations of rules.
22. Irregularities: If, before the player has made his draw, he finds he has nine cards, the dealer will deal the player an additional card. If the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
23. If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
24. Going Out: When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.
25. When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it that puts the opponent to his right out.
26. Incorrect Meld: If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty.
27. Pays and Collections: All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
28. The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
29. A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.
30. On the outs, a player having to collect and then cut off a collection must be specific in his statement or action. Simply stating "out on a good one: is not sufficient.

31. A player may ask the dealer for help in calculating the value of a collection or of the outs.
32. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
33. Dealer Enforcement: Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.
34. The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The out must be read as the hand lies.
35. The dealer will intervene when unearned pay is requested.
36. The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
37. The dealer will foul a player's hand at the request of another player in action when justified by the rules.
38. General: The minimum buy-in is twenty (20) chips of equal value for the condition of the game.
39. There is to be no playing for Tops. A player without one chip of the appropriate value has a dead hand and may not continue playing for Tops.
40. A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
41. On the deal, foreign cards (8's, 9's, 10's, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
42. Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay for the remainder of the hand.
43. The Floor person's decision is final in all disputes and in the interpretation of all rules.

THE FOLLOWING GAMES ARE PROPOSED FOR PLAY AT THE CASINO REAL. THEY ARE DENOTED AS ASIAN GAMES, POKER CARD GAMES, AND ADDITIONAL CARD GAMES.

FEE COLLECTION FOR ALL GAMES IS NOT DETERMINED BY WAGERING, IT IS A MANDATORY COLLECTION FEE PER HAND THAT IS DEDUCTED FROM THE BEGINNING BLINDS OR ANTI.

*5-20-02*

### ASIAN CARD GAMES

SUPER PAN-9 \$10.00 Buy-in, \$10.00 Minimum Bet, \$1 Drop Per Hand  
PAI GOW/DOUBLE HAND POKER \$10.00 Buy-in, \$10.00 Minimum Bet, \$1 Drop Per Hand  
ASIAN STUD POKER \$10.00 Buy-in, \$10.00 Minimum Bet, \$1 Drop Per Hand

### POKER CARD GAMES

HOLDEM' POKER / FAST ACTION HOLD'EM POKER / LOBALL POKER / 7-CARD STUD HI POKER / RAZZ (7-CARD STUD LOW) POKER / DRAW POKER / DRAW POKER JACKS OR BETTER / PINEAPPLE HI POKER Drop Rates For all Games as follows

██████ = \$3.00 per hand

6 Players and less = \$2.00 per hand

#### Limits and Blind Structure for all games as follows

\$2-\$4 Limit \$20.00 Buy-in, Blinds are \$1, \$1 & \$2.

\$3-\$6 Limit \$30.00 Buy-in, Blinds are \$0, \$3 & \$3.

\$3-\$6 Limit with a half-kill \$30.00 Buy-in, Blinds are \$0, \$3, & \$3.

\$4-\$8 Limit \$40.00 Buy-in, Blinds are \$0, \$2, & \$4.

\$4-\$8 Limit with a half-kill \$40.00 Buy-in, Blinds are \$0, \$2, & \$4.

\$4-\$8 Limit with a full-kill \$40.00 Buy-in, Blinds are \$0, \$2, & \$4.

\$9-\$18 Limit \$90.00 Buy-in, Blinds are \$3, \$6, & \$9.

\$15-\$30 Limit \$300.00 Buy-in, Blinds are \$0, \$10, \$15, the Player seated in the Dealer position will ante the appropriate fee collection for that hand (EX: 8 or more players in the game, the Player holding the Dealer Position will ante \$3; 6 or less players in the game, the Player holding the Dealer Position will ante \$2.)

**One Short Buy Allowed**

**OMAHA POKER / OMAHA HI/LOW SPLIT (8 QUALIFIER)  
POKER / CRAZY PINEAPPLE POKER / HOLD'EM HI/LOW SPLIT  
(8 QUALIFIER) POKER / TAHOE PINEAPPLE HI/LOW SPLIT (8  
QUALIFIER) POKER / 7-CARD STUD HI/LOW SPLIT (8  
QUALIFIER) POKER / DRAW HI/LOW SPLIT POKER Drop Rates  
for all Games as follows**

**= \$4.00 per hand**  
**6 players = \$3.00 per hand**

**Limits for all Games as follows**

**\$2-\$4 Limit \$20.00 Buy-in, Blinds are \$1, \$1 & \$2.**

**\$3-\$6 Limit with a half-kill \$30.00 Buy-in, Blinds are \$0, \$3 & \$3.**

**\$4-\$8 Limit with a half-kill \$40.00 Buy-in, Blinds are \$0, \$2, & \$4.**

**\$4-\$8 Limit with a full-kill \$40.00 Buy-in Blinds are \$0, \$2, & \$4.**

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more players in the game, the Player holding the Dealer Position will anti \$4; 6  
or less players in the game, the Player holding the Dealer Position will anti \$3.)**

*5.20-02*

**One Short Buy Allowed****ADDITIONAL CARD GAMES**

**PAN \$1 Kondition \$20.00 Buy-in, \$1.50 Drop 7 Players, \$1 Drop 5  
Players or Less.**

**\$2 Kondition \$40.00 Buy-in, \$2 Drop 7 Players, \$1 Drop 5 Players  
or Less**

**\$5 Kondition \$100.00 Buy-in, \$3 Drop 7 Players, \$2 Drop 5 Players  
or Less.**

**CALIFORNIA ACES \$10 Minimum Buy-in, \$.25 per \$100.00 bet per  
player, banker \$1.00 per hand**

# **Drop Rates**

## **Holdem Poker**

**9 Handed = \$3.00**

**6 Handed = \$2.00**

## **Omaha & Pineapple**

**9 Handed = \$4.00**

**6 Handed = \$3.00**



# **CASINO REAL PAN DROP**

## **\$2 CONDITION PAN DROP RATES**

**5 — 7 PLAYERS \$2.00 DROP**  
**4 OR LESS PLAYERS \$1.00**

## **\$5 CONDITION PAN DROP RATES**

**5 — 7 PLAYERS \$3.00 DROP**  
**4 OR LESS PLAYERS \$2.00**